

EMERGENCY 5



MANUAL



SAFETY WARNING

Please read this warning before playing the game or allowing your child to play it.

In certain cases, some people may experience epileptic seizures or loss of consciousness when exposed to flashing lights or certain lighting effects. These people may experience a seizure while playing computer or video games. Even people who have no history of epilepsy and who have never had epileptic seizures may be affected. If you or any of your relatives have experienced symptoms that may be related to epilepsy (e.g. loss of consciousness or seizures) when exposed to flashing lights, please consult your doctor before playing.

Children playing computer or video games should always be supervised by their parents. Should you or your child experience symptoms such as dizziness, altered vision, eye or muscle twitching, loss of consciousness, disorientation, or any kind of involuntary movements or cramps while playing a computer or video game, turn the device off immediately, and consult your doctor before playing again.

PRECAUTIONS WHILE PLAYING

- Do not sit too close to the screen.
- Use a flicker-free screen for playing.
- Do not play if you are tired or have not slept enough.
- Play in a well-lit room.
- Take a 10- to 15-minute break after each hour of playing a computer or video game.

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SYSTEM REQUIREMENTS

MINIMUM SYSTEM REQUIREMENTS

- Intel Quad-Core 2.4 GHz or AMD Quad-Core 2.4 GHz processor
- 4 GB RAM
- Operating system: Windows XP/Windows Vista/Windows 7
- Graphics card with 768 MB VRAM, NVIDIA GeForce 400 Series or AMD Radeon HD 6000 Series
- DirectX 9.0c compatible sound card
- DVD drive (original DVD must be in the drive when playing the game)
- 17 GB free hard disk space
- Broadband internet connection for multiplayer

RECOMMENDED SYSTEM REQUIREMENTS

- Intel Quad-Core 3.2GHz or AMD Quad-Core 3.2GHz processor
- 8 GB RAM
- Operating system: Windows 7 SP1 64-Bit/Windows 8 64-Bit
- Graphics card with 2 GB VRAM, NVIDIA GeForce 660Ti Series or higher, AMD Radeon HD 7950 Series or higher
- DirectX 9.0c compatible sound card
- DVD drive (original DVD must be in the drive when playing the game)
- 17 GB free hard disk space
- Broadband internet connection for multiplayer

INSTALLING, STARTING AND UNINSTALLING THE GAME

Please insert the EMERGENCY 5 Install DVD into your computer's DVD-ROM drive and wait a few seconds. A window providing several options will open automatically on your screen. If you have deactivated auto-run on your computer, please go to My Computer, switch to the EMERGENCY 5 Install DVD and double-click on the file 'autorun.exe'. Then follow the on-screen prompts.

Install EMERGENCY 5. This installs EMERGENCY 5 on your hard disk. A program group and a start icon are created for the game. Once you have started the installation process, please follow the on-screen prompts.

Start EMERGENCY 5. This option is available after you have installed EMERGENCY 5. Click here to start the game. You can also start EMERGENCY 5 via the Windows Start Menu: Open it by clicking on 'Start' in the Windows Menu Bar. Now select the EMERGENCY 5 icon in the group PromotionSoftware/EMERGENCY 5 (default setting).

Current Information. This directs you to important and up-to-date information from the developers.

EMERGENCY 5 Website. If you have a standard Internet connection installed on your computer, this starts it and calls up the official EMERGENCY 5 website <http://www.world-of-emergency.com> using your standard browser. If you have questions or are experiencing technical difficulties, you will find up-to-date information here. You can also download the latest game updates if any are available.

Uninstall EMERGENCY 5. This removes EMERGENCY 5 from your hard disk. For security reasons, Microsoft drivers that have been installed on your hard disk during the installation are not deleted.

Cancel. This cancels the installation routine.

ABOUT EMERGENCY 5

In EMERGENCY 5, you are the director of operations for police and rescue units. Alert and coordinate your rescue teams in diverse disaster scenarios. From the moment you receive your orders, every second counts: Your job is to protect people and save lives!

Up to 30 different emergency vehicles and their crews are waiting to assist you – from exclusive historic firefighting units to the firefighting helicopter. As you play through the EMERGENCY 5 campaign, you'll face increasingly complex missions across three different cities. In Free Play you'll have to overcome a whole host of accidents and catastrophes in various cities to prove your skills as the Incident Commander. In Multiplayer mode you can join forces with other players and prove that your ability to stay calm is unhindered by teamwork.



THE MAIN MENU



The first time you start EMERGENCY 5, you will find yourself in the main menu. It provides the following options:

New Game. If you select the New Game option, you'll have the option to start the Campaign, individual large scale operations, Free Play or Multiplayer.

Account. Log in using your WORLD OF EMERGENCY account here.

Achievements. All the achievements you have unlocked in the game so far are shown here. You can obtain achievements by meeting certain objectives in the Campaign as well as in Multiplayer and Free Play. But you'll have to find out for yourself how to unlock them!

Options. This opens a new menu in which you can set your preferences for game play, graphics and sound as well as for multiplayer mode.

Credits. Click here if you want to find out who is behind the making of EMERGENCY 5.

Return to Windows. Click here to quit the game. Warning: Your current game will be lost if you do not save it first!



Campaign. If you choose the Campaign option, you can continue a campaign in progress, start a new campaign or load a saved game. The EMERGENCY 5 campaign takes you to three German cities - Munich, Hamburg and Cologne - each of which brings different tasks and challenges you must face as the Incident Commander of a capable task force.

Large Scale Operations. Select a large scale operation you've already completed to replay it.

Free-Play Mode. Protect people in different mission areas round the clock and in all sorts of weather! Find out more in the chapter 'Free-Play Modes: "Challenge" and "Endless Game"'. As in Multiplayer, Free Play also allows you to choose the operational area you would like to play in.

Multiplayer. Join forces with other players in cooperative play or challenge them to a battle of your skills as Incident Commanders. In Cooperative mode you'll need to work with your allies to tackle full-blown disasters. In Competitive, it's a race against your opponents to prove yourself by helping casualties, clearing up accidents and extinguishing fires as quickly and efficiently as possible!

OPTIONS

You can configure the game in this screen. The following options are available:

GAME PLAY

Automatisms. Here you can set the automatic reactions of the AI - turn them on or off, or reduce them to a minimum. All automatisms are switched on by default.

Tooltips. Here you can choose whether the original EMERGENCY 2012 campaign starts with a tutorial or not. If Training is turned on, you will be taken to a special training area at the start of the EMERGENCY 2012 campaign and familiarized with the basic operations and controls in the game.

GRAPHICS

Brightness. If the game is too dark or too bright for your preference, you can move the slider to adjust the brightness.

Screen Resolution. Here, you can select your preferred screen resolution. Higher resolutions enable a larger screen area to be visible and thus provide a better overview, but they also require more processing power and can slow the game down.

Display (Window/Full-screen). Use this option to play EMERGENCY either in a window or in full-screen mode.

Quality. Here you can choose between four graphical quality settings to match your hardware's capabilities.

AUDIO

Master Volume. The further you drag the slider to the right, the higher the game's volume will be.

Music Volume. The farther you drag the slider to the right with the mouse, the louder the music volume in the game will be. By moving the slider all the way to the left, you turn the music off.

Effects Volume. The farther you drag the slider to the right with the mouse, the louder the sound effects in the game will be.

Video Clip Volume. The farther you drag the slider to the right with the mouse, the louder the video clips played on the video monitor during a mission will be.

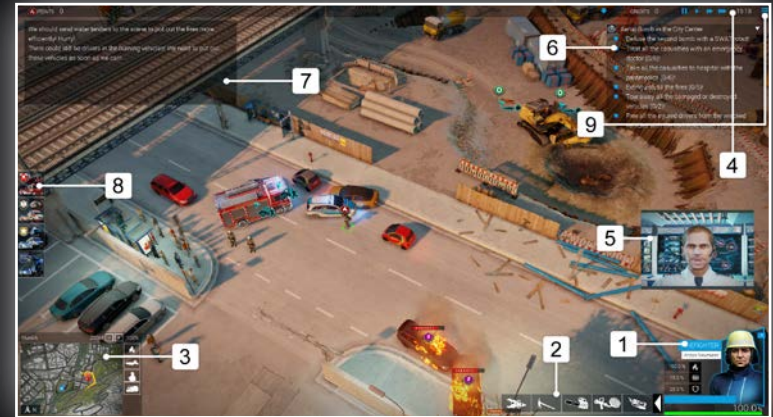
Voice Volume. The further you drag the slider to the right, the higher the volume of voices will be.

Interface Volume. The further you drag the slider to the right, the higher the volume of button clicks and other interface actions will be.



OVERVIEW OF THE MISSION AREA

VIEW OF THE FIELD OF OPERATIONS IN THE CAMPAIGN



(1) Info Display. Here, you can call up extensive information on the vehicle selected, as well as its crew and the equipment it carries.

(2) Action Bar. This shows all equipment and special actions that a selected emergency unit may – depending on the situation – use or perform. Find out more in the chapter 'Directing People and Vehicles'.

(3) Mini Map. This is a smaller map of the mission area, showing your vehicles and emergency crews as well as fires,

visible victims and points where you can build pontoon bridges and launch motor boats. See the chapter 'Overview of the Mission Area' for more details.

(4) Navigation Display. You can adjust the game speed and pause the game here.

(5) Supervisor Display.

The supervisor will contact you via video conference to assign various tasks to you and to assess your performance.

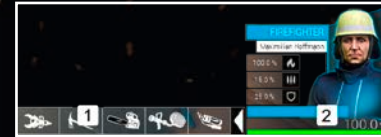
THE ACTION AND INFO BAR

(6) Task Display. This shows all tasks that you still need to complete, as well as those you have already completed. The message bar is also shown in this display. You can find out more about individual functions in the chapter 'The Task Display'.

(7) The Message Bar. Here you can see, displayed as text, every message you receive from your on-site task force personnel or from your supervisor.

(8) Vehicle Type Menu. First decide which type of vehicle you want to send to the field of operations. There are four types of vehicles available: Fire brigade, police, ambulance, and technical assistance. Click on the appropriate icon in the selection menu at the bottom left of the screen. Then the corresponding vehicle selection screen will open.

(9) Game Menu. Clicking on this button opens the Game Menu.



(1) The Action Bar. This bar shows the different equipments the selected unit can use. To equip your selected unit with the shown Item left-click on the respective actionbutton. Once your unit is equipped it will be able to perform new actions with the now used equipment.

(2) The Info Bar. When you select a unit, a coloured status bar appears right next to that unit in the info bar. This bar shows the unit's condition. If the unit is unharmed, the entire bar is green. As the unit takes damage, e.g. by being shot at or due to close proximity to a fire, the length of the bar decreases. If the bar reaches a value of 'Zero', the vehicle will be destroyed or the emergency staff member injured, and the bar will turn red. The bar for injured emergency staff members will continue to decrease; once it reaches a value of 'Zero', the injured person dies. Once you have selected an emergency staff member

or vehicle within the mission area, you can check the condition of that unit by looking at the corresponding status bar in the info display. This bar shows either the selected vehicle and its crew or the selected emergency staff member and his or her equipment. You can also view the status of tasks being performed or tasks available to the unit; you are therefore able to use the info display to see, for example, that a doctor is examining an injured person. Additionally, you can receive information on the patient, such as their condition and whether or not they can be transported. If you have selected a vehicle occupied by at least one emergency staff member, you can identify that emergency staff member by his or her icon. If you want the emergency staff member to leave the vehicle, left-click on that member's mini-portrait. The action bar is also located at the upper part of the info bar.

CAMPAIGN MISSIONS

EMERGENCY 5's campaign is made up of three different mission areas - Munich, Hamburg and Berlin, each with their own unique regional challenges. The game begins with a detailed tutorial covering the controls of EMERGENCY 5. Then, during the campaign, you can expand your pool of emergency services to take on new challenges. On top of the numerous smaller accidents, crimes, fires and other catastrophes, there's a number of special large scale operations to master. Once your task force has grown to a certain size and you've completed all the challenges in a mission area, you'll unlock the next section of the campaign. Good luck!

Mission Successful. In order to successfully complete a mission scenario, you must achieve every mission goal. You can view the mission goals at any time in your task display. Your supervisor will conduct a closing analysis of your deployment, allowing you to see how efficiently you handled the mission, and how you could improve your performance.

Efficiency. Important criteria for evaluating your direction of the mission are: length of the mission, and damage to people and materials during the mission. The individual criteria are displayed using bars. 100% efficiency means that your performance was optimal in terms of a given criterion. Each display under 100% means that you could improve your performance in this area. Your overall efficiency for the mission is calculated using the individual criteria. In the best-case scenario, you will receive a value of 100%. Bear in mind that the individual criteria are not weighted equally when calculating overall efficiency for the mission.

Points and awards. If you are particularly efficient at completing a mission, you'll receive an award. This could be a bronze, silver or gold medal. The better you play, the higher your score will be. You can submit to the highscore list at the end of each mission - and even publish online to see how you compare with other players!

The Supervisor. You can save your progress at any time during normal missions in the campaign. Unfortunately, you cannot save during a large scale operation. You can access the Game Menu by clicking the Menu button in the top right corner of your screen or by pressing the ESC key, and save your progress there. Pay close attention to information provided by your supervisor - it may be vital to your success.

Mission Failed. If you are unable to complete all of the mission goals, then the deployment has failed. You will receive a message from your supervisor informing you that you have failed, and telling you why. In this way, you learn from the mistakes that you have made, and you can avoid them when replaying the mission.

Awards and High Scores. If you complete a mission with exceptional efficiency, you will receive an award in recognition. You can be awarded a bronze, silver, or gold medallion depending on the number of points scored, which are calculated based on your total efficiency. The number of points you receive may also be enough to reach a high score. If this is the case, after viewing the screen with your efficiency rating, you will have the chance to enter your name in order to save and immortalise your high score. Every mission within the campaign has its own high score list, with which you can compare your success.



FREE PLAY AND MULTIPLAYER: "ENDLESS GAME" AND "CHALLENGE"

In both the Free Play and Multiplayer modes of EMERGENCY 5, you can choose to play in one of two ways: either in „Endless Game“ or „Challenge“ mode.

Unlike the Campaign, in the „Endless Game“ and „Challenge“ modes there are no special large scale operations. In these modes, you keep watch over a mission area of your choice with your emergency services and vehicles, and respond to any incidents that occur, such as fires, accidents or criminal activities. Just like in „real life“, you cannot predict where and when you'll be needed next - something unexpected could happen anytime, day or night!

In the „Challenge“ mode, you need to keep a careful eye on your mission area and make sure nothing gets out of hand. In the „Challenge“ mode, the longer you play, the more incidents and accidents occur - meaning you'll need to act faster and with greater skill if you're going to keep the situation under control. On the other hand, the „Endless Game“ really can last forever - how long you play for really is up to you, as the game only ends when you want it to!

To help you see how well you're doing in the Endless Game and Challenge modes, you'll earn points. Your total points can be viewed on the Navigation screen at anytime. You'll earn points for every mission you complete successfully. Things get more interesting when you compare your score with other players - after completing a „Challenge“ in the Multiplayer or Free Play modes, you'll have the chance to submit your score to an online highscore list!

Bear in mind that you cannot load save games in either the Multiplayer or Free Play modes!



MULTIPLAYER



In a multiplayer game, you can either play together with other players in the Cooperative mode or against them in the Competitive mode. In both modes players attempt to overcome diverse catastrophic events.

Up to four players at a time can act within a preselected special field of operations, working together to protect their city.

STARTING A MULTIPLAYER GAME

Before you can play a multiplayer game, you need to make sure your game is up to date. If it is not, the game will inform you that you'll need to download a new patch. You can choose to either create your own game by hosting a server, or join an existing game by selecting an active server.

Please note: You must have an internet connection in order to create an online server!

PLAYING IN MULTIPLAYER

EMERGENCY 5's Multiplayer mode has two different game modes - Cooperative and Competitive. In a Multiplayer game, each player has a set number of vehicles with which they have to survive the entire round. The emergency services of each player cannot directly interact with or block those of another player, with other players' units being shown as semi-transparent ghosts. A nugget system has been introduced to EMERGENCY 5, which means that when a player interacts with an active object, it gets marked so that they alone can interact with it. If any of their actions are interrupted, then the other players can interact with the object once more. Each event object is worth a certain amount of points and, upon completion of an event, each player receives a proportion of the points based on their performance.

The difficulty in Cooperative mode comes from how well the players manage to work together when tackling the numerous difficult and demanding catastrophes.

In Competitive mode it comes down to acting as quickly and as efficiently as possible in order to score the most points and emerge victorious.



LEGAL NOTICE

The following supporting components were used for EMERGENCY 5:

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OpenAL	http://www.openal.org/
Ogg Vorbis and Theora	Copyright © 1994-2013 by the Xiph.Org Foundation http://www.xiph.org
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FreeImage	http://www.ijg.org/
libjpeg	http://sourceforge.net/projects/libmng/
libmng	http://www.libpng.org
libpng	

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TECHNICAL SUPPORT

We have put this product through rigorous tests and you shouldn't experience any problems. However, it's impossible to test every configuration and should you experience any problems regarding this product, please go to our support section at

<http://www.faq.kochmedia.co.uk>

Here you will be able to browse through our Frequently Asked Questions (FAQ) where the most common problems are identified.

If you cannot find what you are looking for in the FAQ section, then please find contact details below or call the following numbers:

Technical Support Hotline 0906 732 9005 (Calls are charged at 1.00 GBP per minute)

Available: Mon - Fr 11am - 7pm. Weekends and Public Holidays 11am - 5pm

email: support@kochmedia.co.uk

Tips & Tricks hotline 0906 906 0015 (Calls charged at 1.50 GBP per minute)

Available: Mon - Sun 9am - 12pm

Address:

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Technical Support

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Before you do so please make sure your operating system (Windows) and device drivers (video card, sound card & motherboard) are fully up to date, as this is usually the main problem when experiencing software difficulties. Please also make sure you have read the installation instructions fully. When submitting a fault via our helpdesk please include the following information...

. Exact error message if any.

. Steps taken to reproduce the error/fault.

. Details of programs running at time of fault, including . Anti-Virus and firewall applications.

. Most importantly, email us a DirectX Diagnostic report. Do this by following the below instructions:

Click the START button on your Windows task bar, and then click RUN and type dxdiag in the box that opens. The DirectX diagnostic toolbox should automatically run. This tool details your whole system and the details can be dumped to a log file by clicking on the „Save All Information“ button at the bottom.

This will save a text file called „DxDiag“, which you can just attach to any email correspondence.

This information will best assist us in resolving your query as quickly as possible

Keep up to date with the latest EMERGENCY 5 news - visit the EMERGENCY 5 homepage at www.world-of-emergency.com

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Christoph Bannert
Felix Spiess
Klaus Lochthove

English Voice Actors

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Daniel Brunet
Jonathan Failla
Marty Sander

French Voice Actors

Alexandre Donders
Franck Legendre
Frédéric Popovic
Pascale Chemin

Italian Voice Actors

Bertolas Renata
Ornatelli Daniele
Ridolfo Claudio
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